

IN THE SPECIFICATION:

The specification as amended below with replacement paragraphs shows added text with underlining and deleted text with ~~strikethrough~~.

Please REPLACE paragraph [0007] on page 2 with the following amended paragraph:

[0007] Referring to FIGS. 1 and 2, a method of loading AV data into a memory and displaying the AV data will be described. A pickup device searches for a markup document STARTUP.HTM and loads the searched markup document STARTUP.HTM into a cache memory. Thereafter, the STARTUP.HTM is activated. At the same time, #1 AV data ⊕-selected by a user is loaded into a buffer memory and then displayed. Thereafter, #2 AV data ⊕-is loaded into the buffer memory and then displayed. Where a buffering of the #2 AV data ⊕-is complete, the pickup device jumps to a place on the interactive DVD where #3 AV data ⊕-is recorded and starts buffering the #3 AV data-⊕. At this time, the user may request a markup document ⊕-#4 A.HTM. In this case, the pickup device stops buffering the #3 AV data-⊕, searches for the markup document ⊕-#4 A.HTM, and loads the markup document ⊕-#4 A.HTM into the cache memory. While searching for the markup document ⊕-#4 A.HTM and loading it into the cache memory, the #3 AV data ⊕-is kept from being displayed. Therefore, the amount of data that can be buffered in the buffer memory is drastically decreased as the #3 AV data ⊕-still occupies the space in the buffer memory. Where the markup document ⊕-#4 A.HTM is activated, and the buffering of the #3 AV data ⊕-is complete, #5 AV data ⊕-is buffered. Thereafter, the pickup device jumps to a place where #6 AV data ⊕-is recorded. In the above method, all the data that has been buffered so far may disappear. In other words, where a reproduction of DVD-video images from a conventional interactive DVD in synchronization with markup documents is requested, for example, where a display of a specific actor's or actress's personal history whenever he or she appears on a screen is requested, the pickup device stops buffering AV data and begins searching for and caching the associated markup documents, and thus images may be discontinuously reproduced.

Please REPLACE paragraph [0068] on pages 14 and 15 with the following amended paragraph:

[0068] FIG. 12 illustrates the effects of a preloading process on an interactive DVD where AV data and HTML documents are recorded in the same manner as in FIG. 1. That is, FIG. 12 shows occupancy of the first memory 2 where MPEG-coded AV data is buffered and occupancy of the second memory 3 where a web resource is cached. Referring to FIGS. 1 and 12, the reader 1 searches for and reads STARTUP.HTM, and the presentation engine 5 interprets the preload information included in the STARTUP.HTM so that $\oplus\text{-}\#4\text{A.HTM}$ is preloaded into the second memory 3. Where the STARTUP.HTM, which is loaded into the second memory 3, is activated, $\oplus\text{-}\#1\text{AV}$ data is loaded into the first memory 2 and then displayed. Thereafter, $\oplus\text{-}\#2\text{AV}$ data is loaded into the first memory 2 and then displayed. Where buffering of the $\oplus\text{-}\#2\text{AV}$ data is completed, the reader 1 jumps to a place where $\oplus\text{-}\#3\text{AV}$ data is recorded and starts buffering the $\oplus\text{-}\#3\text{AV}$ data. At this time, where a user requests $\oplus\text{-}\#4\text{A.HTM}$, the presentation engine 5 reads $\oplus\text{-}\#4\text{A.HTM}$ from the second memory 3 and displays the $\oplus\text{-}\#4\text{A.HTM}$. In this case, there is no need for the reader 1 to stop the buffering of the $\oplus\text{-}\#3\text{AV}$ data, search the DVD 300 for the $\oplus\text{-}\#4\text{A.HTM}$, and then load the document $\oplus\text{-}\#4\text{A.HTM}$ into the second memory 3. Therefore, the reader 1 can continue to buffer the $\oplus\text{-}\#3\text{AV}$ data. Where the reader 1 completes the buffering of $\oplus\text{-}\#5\text{AV}$ data and jumps to a place where $\oplus\text{-}\#6\text{AV}$ data is recorded, the amount of data buffered in the first memory 2 may be reduced. However, the amount of data that has been buffered in the first memory 2 is sufficient so that a shortage in buffered data does not occur. In other words, even where there is a need to display DVD-video images, reproduced from an interactive DVD during the interactive mode, in synchronization with HTML documents, the reader 1 does not have to stop the buffering of AV data and then search for and cache the HTML documents. This is because the HTML documents have already been preloaded in the second memory 3. For example, synchronization display may be used where there is a need to display a specific actor's or actress's personal history whenever he or she appears on a screen.

Please REPLACE paragraph [0095] on page 26 with the following amended paragraph:

[0095] It is understood that a system which uses the present invention also includes permanent or removable storage, such as magnetic and optical discs, RAM, ROM, ~~a carrier wave medium, etc.~~, on which the process and data structures of the present invention can be stored and distributed. The operations-process and data structures of the present invention can also be distributed via, for example, downloading over a network such as the Internet, or transmitted via a carrier wave.